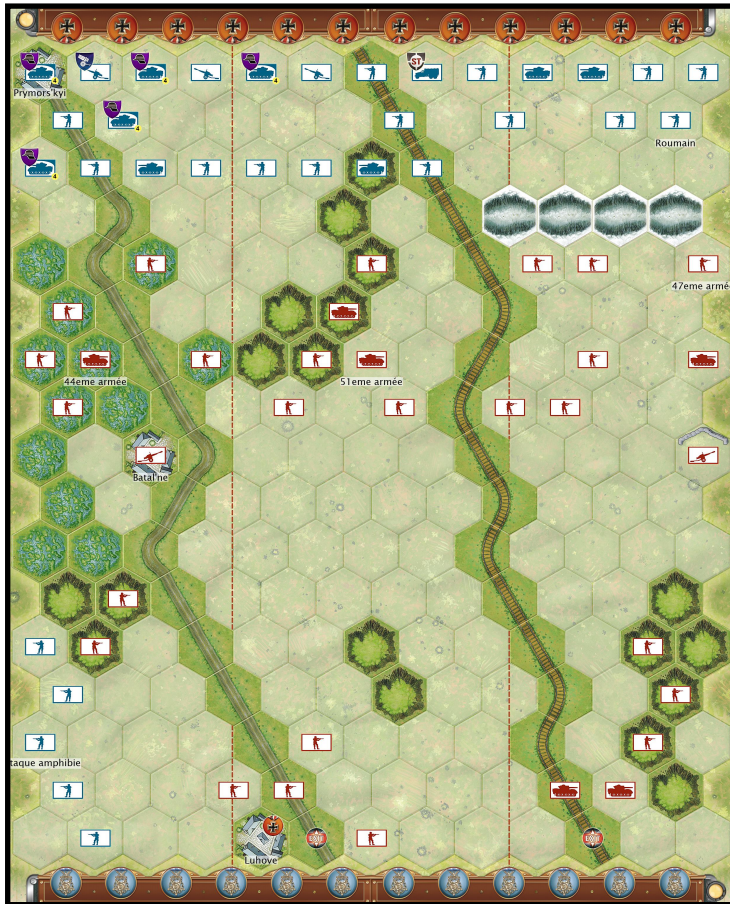


OPERATION TRAPPENJAGD

- MANSTEIN AGAINST MEKHLIS



Historical Background

General von Manstein received orders to finish off the Crimea. Ahead of him, the Soviets were solidly entrenched in the Kerch peninsula, where they hoped to prevent the Germans from penetrating. With their numerical superiority, they deluded themselves about the real quality of their troops and underestimated von Manstein's tactical genius.

On 7 May, he launched a brilliantly conceived operation: a skilful combination of naval landings, massive air support and close coordination between armoured forces and infantry. Taking advantage of the marshy terrain in the south, considered impassable, he broke through the Soviet defences by surprise, before encircling the entire front and crushing it against the Sea of Azov.

The Soviets were stunned. Reactions were confused, disorganised and even panicked. The command was paralysed: the head of the Crimean front, General Kozlov, was terrorised by his infamous political commissar, Lev Mekhlis. In reality, it was Mekhlis who exercised effective control over operations. Unfortunately for the Soviets, Mekhlis had no military experience. His authoritarianism, ideological blindness and determination to lead a fierce resistance were no match for the subtle and implacable manoeuvres orchestrated by von Manstein.

Briefing

Axis player :
 - 8 cards
 - you play first

Allied player :
 - 5 cards

Conditions of Victory

12 medals

Special Rules

- Apply the Soviet command rules
- Apply the Blitz rules
- Each German unit that exits the board via the exits counters earns the Axis player a permanent medal.
- The German objective medal on the village of Lubove is

a temporary objective medal

Setup order		
1		x12
2		x6
3		x11
4		x4
5		x18
6		x4
7		x3
8		x12
9		x1
10		x2
11		x1